

STINGER GUNNER PERFORMANCE EVALUATION SHEET

For use of this form, see FM 44-17(C); the proponent agency is TRADOC.

Name _____ Date _____		Sheet _____ of _____	
Organization _____ Go/No-Go _____		Date _____	
Item	PERFORMANCE STEP <small>B</small>	Crew Memb	Score
<small>A</small>	GUNNER'S ACTIONS		<small>D</small> <small>E</small>
1	Prepare the THT and begin searching for target.		Tell the gunner to prepare the THT and begin searching for the target. Observe the gunner to determine that the THT is properly prepared.
2	Detect and step towards the target with the left foot, point the THT at the target, and oversight.		Observe how the gunner oversights and handles the THT.
3	Interrogate the target. Announce the response (MODE IV, MODE III, or UNKNOWN) and continue to track.		Listen for IFF reply and gunner's response. Tell the gunner that the target is a JET or PROP.
4	Activate the THT when the target is within the activate zone.		Determine the maximum range. Observe the target and listen for operation of the safety and actuator device. After the gunner activates, say, HOSTILE, ENGAGE.
5	Uncage as soon as a steady infrared radiation tone and the engagement order are received.		Listen for change in tone and/or click of uncaging switch.
6	Superelevate and lead the target, using the proper lead reticle.		Observe the performance indicator after the completion of the engagement. (See item 7.)
7	Fire at the target within the engagement zone.		Listen for the beep. Observe that the target is within the engagement zone. Observe the performance indicator to verify successful performance.
8	Remove the power source immediately after completion of the engagement.		Observe that the gunner removes the power source in a timely manner.
Evaluator's Name/Unit _____		Performance Time Seconds _____	
Legend TC = Tank Commander, D = Driver, L = Leader, G = Gunner		Notes 1. Standards. Successfully engage 80 percent of five hostile aircraft. 2. One aircraft will give a MODE IV reply. 3. For a no-go, record the item number under the run number	
		Status <input type="checkbox"/> Go <input type="checkbox"/> No-Go	